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## HOW TO PLAY



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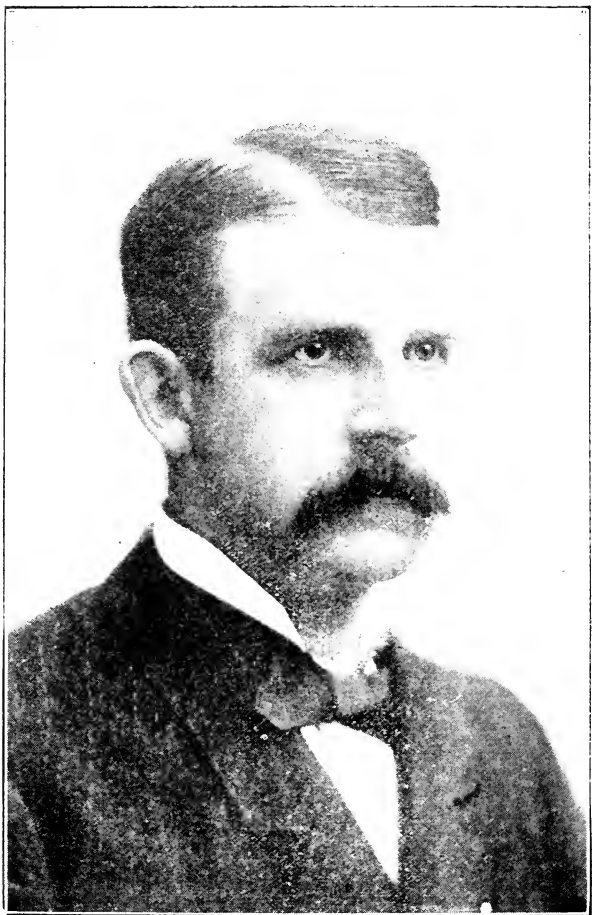
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A. G. SPALDING

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# HOW TO PLAY SHORTSTOP



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WALTER MARANVILLE

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## INTRODUCTION

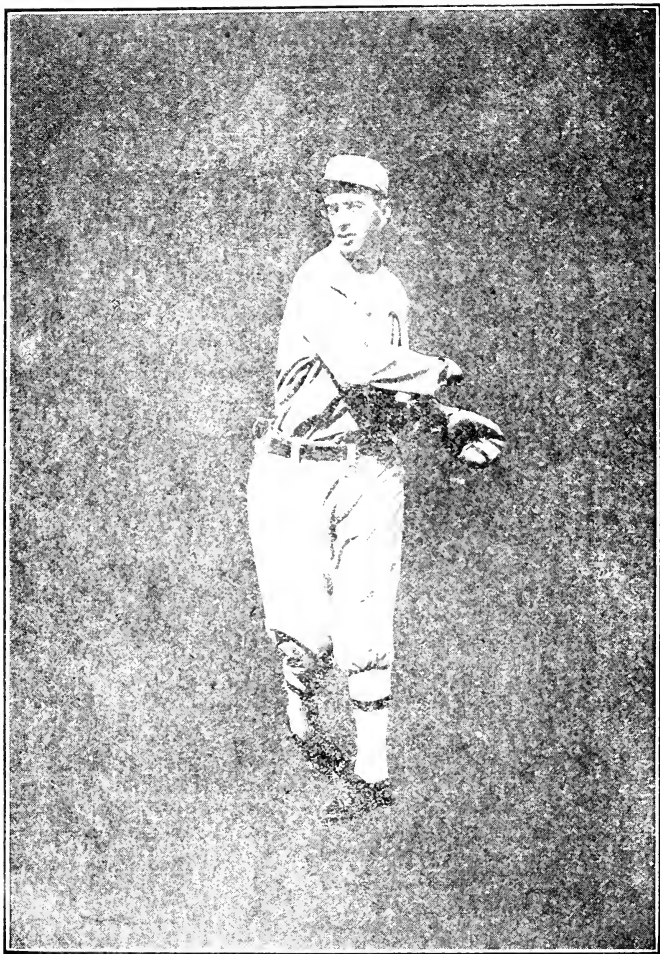
Many plays center about shortstop as a fulcrum, and as much is asked of the holder of this position as of other infielders. The accuracy of the shortstop's assists are, at times, supremely vital; while the strength of his arm, the speed of his legs and the quickness of his perception many times may contribute to the saving of a struggle badly "in the fire."

The proposition that confronts the candidate for a short field position is, briefly:

1. To have speed enough to range from second to third bases on all sorts of bounders.
2. To field with equal accuracy from either side.
3. To throw fast and surely from any position.
4. To get back to center and left field from short flies out of reach of the regular men covering these positions.
5. To know how to block off runners and to save every inch of space and second of time on men coming into second.
6. To run bases effectively and bat well.

As in nearly every other department of life, there are men physically better adapted to holding the position of shortstop than others. A peculiar combination of strength, speed and keen wits is required.

In general the men who are built low and close to the ground are accepted as ideal for this position. Short stature means that it is easier for the player to field ground balls, as he will have to stoop a less distance. It means generally increased activity in foot-work and ability to get in motion quicker. Then, too, when pulling down a high throw the short man does not have to come so far to tag the runner out. The shortstops of early base ball were largely men of short legs, long, strong arms and powerful torso.



JOHN BARRY

## **DON'T LET THE BALL "PLAY" YOU**

Fielding accurately is, of course, the first feature of the shortstop's work. As the proportion of right-hand batters to left hand is very large the shortstop's life is a busier one in the field than either the second or third baseman's.

Every variety of hit ball known to the game is passed to the shortstop in the course of an average contest, and there can be no set way of handling any ball. The necessities of the occasion frequently govern this.

The first principle accepted by experienced shortfielders is that under no circumstances should the fielder let the ball "play" him. That is, instead of waiting for the ball to come on any old bounce the condition of the field and nature of drive may necessitate, the player should move in on the ball or so get to it that the bound will be easily handled, barring unforeseen accidents. Under the best of conditions balls will get away from players; but "playing the ball" saves many an error and besides gets the fielder into his own position for throwing as a rule.

Some amateurs have an ancient habit of getting down on one knee to stop a grounder. Such efforts as these should be discouraged. For, should the ball take the slightest bound out of the direct line, the fielder is caught napping. Moreover, granting that the ball is fielded, the player has to rise to his feet, draw back his arm and go through a series of motions before he can throw—all of which takes time and occasionally gives a life to a runner who should have been retired.

Two safe rules to follow in fielding this position are:

1. Get to the ball as quickly as possible.
2. Go after it with the idea of getting it away from **you** with the least delay possible.

Loafing or unnecessary delay in either particular **are un-**

pardonable and sometimes criminal. In professional base ball it is particularly distressing to see a fielder, after making an easy stop, hold the ball a tantalizing length of time and then make a wild throw to first. Due care should be taken in throwing where time permits; but in four chances out of six the play scarcely permits the fielder to get into throwing position.

Balls which the shortstop can get in front of are comparatively easy, no matter how hard driven. Unlike the fielding of third base position, where the nearness of the plate cuts quite an important figure, the shortstop is sufficiently far removed so that few balls really too "hot to handle" come his way. Once in front, only a bad bound excuses an error. But hard hit balls have a peculiar faculty for not going where the fielder happens to be and here is where the shortstop is required to do his most spectacular work. He is required to go extreme distances to right and left, pick up the ball with one hand and throw without stopping to set himself.

Here is where the man who has a natural aptitude for getting in motion quickly has a great advantage. He can save a fraction of a second in going after the drive over the man who is a slow starter.

What helps the fielder still more is watching the battery work of his side, studying the peculiarities of batters and so being able to judge about where a hit ball is going.

On no play should the shortstop neglect to observe what kind of ball is to be served the batsman. It does not always happen that the hit comes the way expected. It is quite possible to get a general idea of what is coming and to be prepared for it.

Having figured out as nearly as possible which way the batted ball is to come, and so placed yourself that you can best play it when it comes, without ruining your chances of fielding, a hit of another sort should calculations fail to materialize the next question up to the fielder is how to take the ball when it comes.

## **AMBIDEXTROUS FIELDING**

Individuality will have to assert itself here. If the ball is to the right of you, even though palpably in the third baseman's territory, it is the shortstop's duty to be over there before it gets to the corner fielder in order to back up a possible fumble. If not in his territory, and the drive is too fast to get in front of it, don't waste time, but take it with one hand. You will be fortunate to stop it, but don't let possible errors in your column stand in the way. A man who tries is worth two times the man who is looking after his record. If the ball should stick and the play at first is easy, take your time, but don't waste it. If the play is fast don't take time to straighten up, but shoot the ball underhand to first. This is an important feature in heading off batters at first, and many shortstops have built up reputations almost solely on their ability to get the ball away from them which ever way they may happen to receive it.

Fielding balls on the left-hand side of the shortstop's position is a much more difficult proposition, yet many spectacular plays are seen on the diamond of balls fielded over second base and runners retired at first.

Yet the play at first is not the prime feature that makes an ability to field accurately to the left of the shortstop important. Double plays and the cutting off of hit-and-run plays rest entirely with the shortstop, on hits over or near second. The shortstop, in case of a double play, frequently has no time to let the ball tarry an instant in his hands, but scoops it over to the second baseman with almost the same motion with which it was fielded, whence it is relayed to first.

This play requires considerable practice, and the least miscue is apt to throw off the first out and ruin the double. There is no verbal instruction that can teach just how these plays can be executed. Each play has some slight variation from the other, which makes it necessary for the fielder to suit conditions to the case and work out his own problems on the diamond.



NAPOLEON LAJOIE

## **NOT AN EASY TASK**

BY NAPOLEON LAJOIE.

The shortstop's life, like the policeman's, is not a happy one. I have played several positions on a baseball team, and I know what I say. Short field covering involves a tremendous responsibility in both receiving hit balls and getting away thrown balls accurately, to say nothing of having to size up a play with two or three possible solutions every five minutes. I thought the sphere of the second baseman was hard enough, but when I tried shortstop in 1904 I found out that I had to accept more chances, cover even more territory and make longer and faster throws.

When I came over from second base I found my chief weakness was an over-eagerness to get to the ball, which seemed slower in getting down to me, and some difficulty in getting used to the longer and faster throw.

In the course of time I adjusted myself to the change. I found out, however, that there is one thing above all others that the shortstop must have, and that is ability to get the ball away from any position and deliver it accurately and fast.

To meet this requirement the fielder must have an arm of iron and must be naturally quick in mind, foot, eye and hand. There are some few things which can assist natural ability and qualifications in this respect. One of them is constant practice.

The shortstop's position at his station is not a much mooted one. Normally, the shortfielders, including myself, play very deep, provided they possess strong arms. No other player, by the way, than one who has, can hope to last long in this position. For a left-hand batter the position is somewhat different. I would in that case move somewhat to the right and well back.

The signals for curves to the pitcher also cause me to change

my position, as they do with every careful shortstop. For example, a straight ball to a right-hand batter means that the ball, if a grounder, will probably be hit straight to short or third base, while an outcurve to a right-hand batter means that the hit ball will most likely go to the right of second base. Various results occur from the different deliveries of pitchers, and for this reason shortstops should make a study of the effect of batting of right- and left-handers on the different curves, and place themselves accordingly. It will be found that while in many cases the calculation of the fielder as to where the ball is going to be hit will fail, in other instances they are correct and save many a weary chase after what would otherwise be a hard rap.

The playing of this position, too, varies with respect to the peculiarities of one's team mates in the infield. Any weakness of the second baseman on hits to his right or in covering the bag will make a corresponding difference in the fielding play of the shortstop. The same may be said of the other side of the shortstop.

Having accustomed himself to his position, and discovered the weaknesses and strength of the men with whom he is to work, the shortstop should next figure out carefully the points of the first baseman of his team—the target at which he is to throw. It may count something at a critical time to know whether his team mate is weak or strong on low or high throws.

The throwing proposition should be carefully considered by the shortstop. If the work of getting the ball away from the player proves a constant strain on him, he had better seek another berth, as sooner or later his arm will go and he will be useless altogether.

One of the most trying throws a shortstop has to make is that of taking a ball on the run to the left of him with one hand, and then getting it away to first in time to head off the runner. The throw must be made carefully or it will net two or three bases instead of one. At the same time it must be made hurriedly or it will be useless. Shortstops must bear in mind that



a ball thrown on the run will always raise. A fast grounder is the easiest for the shortstop, as he has time to set himself for the throw. Without unduly delaying, the shortstop should always take time to steady himself where the occasion permits. A slow bounder must necessarily be taken on the run. If it is waited for the chances are the runner will beat it out. The most successful throwers from shortstop and second, who have the reputations of being able to shoot the ball accurately from any old position on the dead gallop, throw underhanded. Thus they save the interval it would take to straighten up. This is a hard throw, however, as the fielder is virtually looking at the first baseman from a distorted angle and his throw therefore is liable to go wrong. As stated before, however hard a play seems, if it saves a fraction of an instant it should be tried until found impossible or successful.

A great many of the old-time fielders were sticklers for putting their heels together and fielding according to precise method. I believe that every boy or man who is learning the game of base ball will find out by trial the method of handling ground balls best suited to his individuality. Few of the ball players of the present time pay any attention to keeping their heels together and such old-age maxims. The shortstop should play his position with his hands. If it goes through these the chances are the runner will be safe anyhow, and the fielders are now coached to back up the infield so that any chance of an extra base would be prevented by them.

The "pickup" is the play that makes most trouble for shortstops. So long as irregularities of the ground do not interfere, there is no reason why practice shouldn't make the shortstop perfectly accurate on this form of grounder however.

Covering second is one of the duties, frequently an onerous one, of the shortstop. By prearrangement with the second baseman it is understood which player is to cover the bag under certain conditions. The play of the opposing team, however, may necessitate constant changing of this arrangement through the game. For example, a base runner, by a "bluff" break for second,

may draw over the man who is to cover second and thus locate him. On the next day a hit and run with the batter may be worked and the batter push a single through the place he knew would be left open by the man covering second.

The pitcher, second baseman and shortstop should also have a code of signals in order to play a runner when he gets on the second station.

Most shortstops, when it has been decided that they are to cover the bag on certain plays, want the catcher to throw the ball direct to the base and take chances on getting to it in time. In nearly every case there will be little trouble in getting there. While it is part of the catcher's business to throw a perfect ball, still the shortstop ought to get all the practice he can in receiving throws and putting them on imaginary runners. The fraction of an instant in getting down to the ground with that throw counts here. It is the old story of an instant **against the runner**, which is the key of defensive play.

## **SPEED IS WHAT COUNTS**

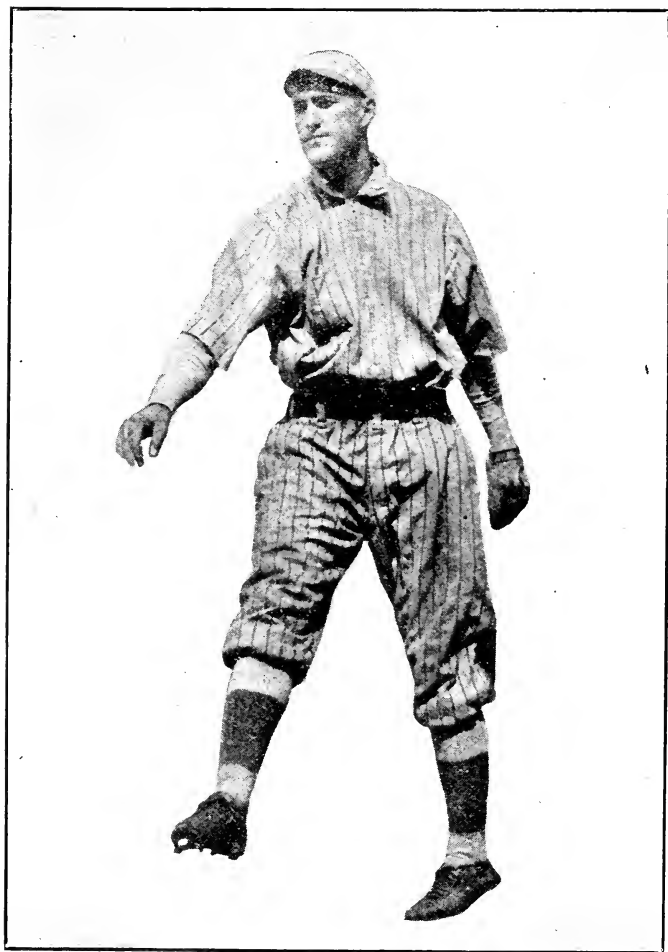
Any player who expects to become a shortstop must be able to throw from any position and to throw hard and fast; he must be good on handling ground balls and must be quick at everything he does. Nearly every play he makes requires the utmost speed he can put into it as delays are dangerous.

The most critical time for the shortstop is when men are on the bases and good batsmen are up. As the game is played now it is easy enough for the men on base and at bat to draw the fire of the defensive team and find whether second or shortstop intends covering the bag for a throw after attempts at the hit-and-run play. Having found this out, the batsman can hit through the man who is to cover the bag, or can try to, and the shortstop or second baseman, whoever he may be, can't help the matter. The only counter to this is for short and second to change their tactics in this respect after each feint by the enemy.

With men on bases, too, the shortstop has to be doubly watchful, both to cover the bag or to handle possible hits. He is impeded by runners in front of him likewise.

Covering the bag is one of the most difficult features of the play for the shortstop, inasmuch as it is to his left and all his play in this matter is to the wrong side of him. Some players watch the catcher for signals as to covering second base. This is as good as another, though the agreement is usually between the second baseman and shortstop. In any event, the player should be very careful about leaving his position before the ball is on the way to the plate.

Most shortstops prefer to have the catcher throw the ball at the base and low, taking chances on getting there in time. As a rule the chance against this is not large.



ARTHUR FLETCHER

As to covering the bag there are one or two rules that should apply always. Every ball hit to the left of the pitcher should be the signal for the shortstop to cover second. The general direction of the hit is quickly ascertained by the shortstop and by the time the fielder is ready to make the play at second the shortstop will have beaten his throw to the base.

With first and third bases occupied, the shortstop should cover the base on throws from the catcher, leaving the second baseman in a better position to return a short throw to the plate in case the third baseman starts for home.

The fielding of the shortstop's berth is the busiest of the entire infield. For while the shortstop is making plays as hard as any on the diamond, he has, even while making the effort, to decide in his own mind what throw will accomplish the best results, what time he has to make the effort, and how he will throw the ball.

There are times when a fraction of a second makes or mars a play for the shortstop, and therefore he has little time to think. I usually have the situation sized up for any possible condition before the batsman has hit the ball. The rest is a matter of mechanical fielding, and, as a rule, difficult throwing. Unless a man has an arm of steel and is very quick, he has little chance to last long. It is a terrific strain on the arms, and the body, too, and few men stick long in this position because of the wear and tear.

Study batters and watch the signals of the battery. You will find it will help you greatly in judging about what is going to happen.

All shortfielders should get underhand throwing practice and plenty of it. It is this form of delivery of the ball that enables shortstops to get the ball away without having to straighten up and draw back the arm.



AL BRIDWELL.

## SHORT TALK WITH THE BOYS

BY ALBERT BRIDWELL.

In my observation it has yet to fail that when a score of boys are gathered for a base ball game, the spryest and most active of the group will wish to play shortstop if sides are chosen.

I can recall that when I played ball as a boy, I was one of the youngsters who essayed to play shortstop, because I had the reputation of moving rapidly over the ground, and there were few of my acquaintance who were fleet of foot and adroit who had not a similar inclination.

As I remember it, the boy who could play tag and seldom be touched, and the boy who could take part in prisoner's base and elude most of the boys who played against him, usually, for some reason or another, drifted into the position of shortstop when it came to a ball game.

Boys as they grow older and become young men learn that this seemingly natural selection of youth follows when the nines of mature years are placed on the field. The agile and alert player becomes a shortstop as naturally as the tall and cool boy, with a knack of catching thrown balls perfectly, gravitates to the position of first base.

For that reason, I wish to lend my encouragement to the short and sturdy chaps, who move with the rapidity of well trained and developed muscles, for the position of shortstop. Nine times out of ten, if the impulse of base ball takes them to that position on the diamond, they will succeed.

Any number of instances may be cited to prove this. At the present time we always can find excellent shortstops among the major league players who are men of lesser stature than those at some other positions on the field. For that reason, it is safe to recommend to the beginner, who is a little below the average

height, to play shortstop if he feels it in him to be a shortstop, and to stick to the position once he undertakes it.

The theory that the shortstop and second baseman have each a single position to play on the infield has been abandoned. To be strictly accurate both play two positions. Perhaps I might better state it by saying that they alternate in two positions.

Each of them has a field of his own to play and each of them at times must guard second base. Further than that, both of them are called upon to act as relay outfielders. For example: with a man on first base, the next batter is a pronounced right field hitter. To guard second against being stolen, or to assist in retiring the runner at second if the batter should hit the ball to right field, it is evident that for the time being the shortstop must become the second baseman.

To reverse that, if there is a runner on first base and the batter is a pronounced left field hitter, it is equally apparent that the shortstop must guard his position, while the second baseman naturally becomes the player on watch at the base of which he is supposed to be the custodian.

Thus it is evident that the shortstop, in addition to his duties as a fielder, must also meet all the requirements of a first class baseman when it becomes necessary to handle the ball accurately on runners.

On long hits to left field, and left center field particularly, the shortstop must be ready to relay the throw from the outfielder, exactly as the second baseman is required to become the relay assistant on all long drives to right field, and to right center field. Throughout all the incidents of a ball game the shortstop and second baseman are ceaselessly in earnest in supporting the fielding of their team mates.

As a rule the man of average height, who is not required to carry surplus weight, is quick of motion—an attribute which is of the greatest necessity to the shortstop. Within one inning a shortstop may be called upon to back up the third baseman on a hit which slants from third toward short and which the third baseman but imperfectly stops. He may be asked to relay the



ball from the center fielder to the plate. He may be called upon to cover second base on a throw made by the second baseman. It may be his duty to receive a throw from the catcher at second because the second baseman cannot afford to leave his own territory for the time being. There may be a chance after the pitcher has partially knocked down a ground hit which only the shortstop can handle by running through from his customary place to the spot where the ball rolls after it bounds from the pitcher's hands. Thus you see the shortstop is a young man of many possibilities, and to be successful in all of these chances he must not only be speedy, but he must have the endurance and the stamina to support him in his great activities on the diamond.

Elsewhere much advice has been given as to the playing of the position of shortstop. It is all good advice, and certain to be valuable to any young player. What I am trying to make clear is the fact that to be successful at shortstop there must be great innate speed possibilities, and that young players who have natural speed and natural ability to handle hits batted along the ground, and to catch speedy and not always accurate throws, are to be encouraged to play shortstop if they begin in that particular position.

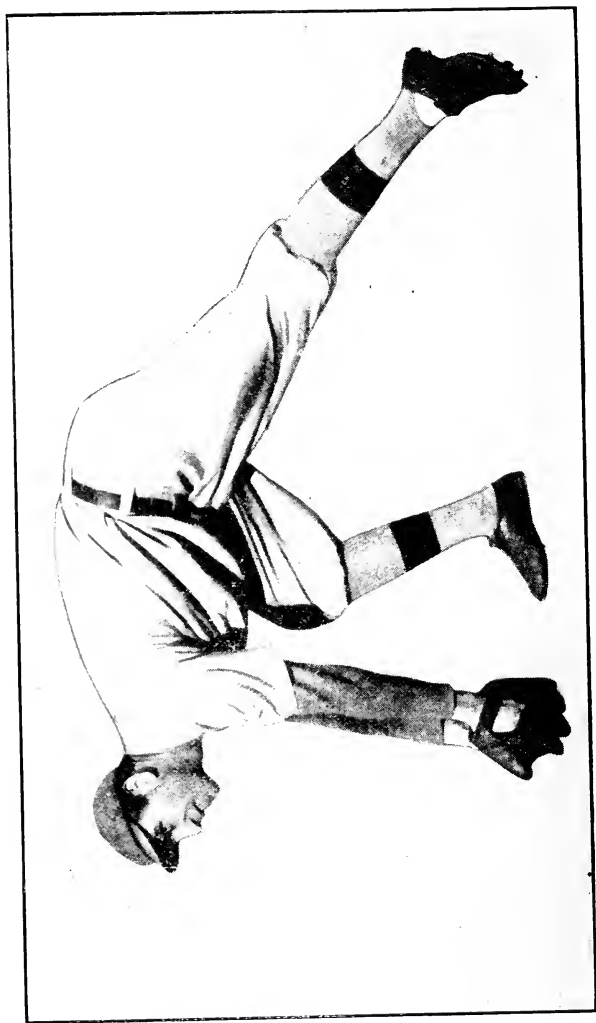
Except that the shortstop is now quite as much of a second baseman as he is a shortstop, there is nothing relatively different in the work on that part of the infield from what there was years ago. There never has been a time when the shortstop was not a supporting player. The very theory of his position, from the days when the pastime began to develop along its present lines, were that he should be as nearly ubiquitous as possible. He is supposed to be fast enough to back up almost everybody on the field—with the possible exception of the outfielders. He cannot get behind them. It is too far away. But he has become a valuable assistant to them by reason of his ability to run far into the outfield and help them home with the ball, and that very play has saved more than one game in the larger professional organizations.

Modern batting has changed the work of the third baseman

and the pitcher, because it has given both of them the difficult bunt hit to handle. The same play has affected the first baseman, although not to a like extent, because the first baseman, except in the greatest of emergencies, must still be considered the guardian of the base at which he is stationed.

Modern batting has not had a like effect on the fielding of the shortstop. Hits to his field vary little from what they did years ago. If there is any change of note it is more in the batters than it is in the kind of hits which they make. More left hand batters and more batters of great sprinting ability make it incumbent on the shortstop to handle the ball with accuracy and extreme rapidity. Some of the batters of the professional leagues are adept in hitting the ball slowly at an extreme angle between third and shortstop, where it is almost out of the question for the third baseman to handle it, and where the only chance which the shortstop has is to be fully as lively as the batter and alert enough to divine his intention.

Taking everything into consideration, I believe that the boy of average height will find that the position of shortstop is as much or more to his liking than any on the field, provided he combines an abundance of speed with his inches.



MICHAEL DOOLAN



GEORGE McBRIDE

## **SOME WAGNERISMS**

BY THE EDITOR.

At first I thought of making the title of this brief article some "Aphorisms by Hans Wagner," but it is so difficult to get this great and genial player to devote a formal period to the discussion of baseball that it was given up. The only way to gather information from Wagner is to pick it up here and there as he is heard to discuss certain plays in traveling about during the league circuit and as he talks of baseball now and then when he is home with the folks.

The modesty of Wagner has not been exaggerated. He is every bit as modest and as unassuming as he is a great ball player, and he is one of the greatest ball players who ever lived in the history of our great American game.

Through the necessity of the Pittsburg club to have a competent man at shortstop most of his playing has been done at that position, but he can also play first base, second base and the outfield. I do not know that he ever tried his hand at third base and if there is one position more than another on the diamond which might embarrass him, perhaps it is third base. That would be largely due to his haste in getting the ball over to the first baseman, for he is a very hard and swift thrower, and occasionally he might shoot the ball into the stands.

### **"WAGNERISMS."**

Don't fool with the ball. It is just as likely to fool you. When it comes toward the place that you are playing on the field try to figure where you will stop it the surest, and then stop it.

Pretty motions aren't half so valuable as throwing out the batter. If somebody says that you threw the ball like a camel, never mind, if you got the player out.

When you stop the ball on the ground, smother it. Don't try to get it with the ends of your fingers. Not only will the ball

be apt to get away from you, but your fingers may be none the better for the contact.

Don't play baseball with flat feet. A fielder must be in motion or be ready to get in motion. An inch gained when the ball left the bat may be a foot gained when it gets to you, and the foot that you have gained may be a gain of a yard on the batter who is trying for the base.

When a base runner is coming to the base and you are guarding it to receive the throw, keep your eye on the ball, instead of on the runner, but be sure that you know your distance from the base. Young players occasionally make perfect catches but imperfect motions when they are trying to reach the runner, because they have underestimated the difference between them and the base. Nothing makes a man feel cheaper than to reach for a runner and find that he has slid to the base in safety because the fielder was playing too far inside.

Don't try to play hard hits with a soft hand. Know that the ball is coming with speed and be prepared to grip it, not to pat it softly.

Know the position of first base so well that when a fast runner is on his way to the base you are never compelled to take a second look before you are ready to send the ball away from you.

Cultivate plenty of freedom of motion in the shoulder. Many an infielder loses an opportunity to make a good play because he is too accustomed to use his forearms in stopping the ball when he should be equally as proficient in using the full arm.

Plenty of practice in handling slow grounders will never hurt any young player. The ball, slowly twisting and squirming over the turf, is a great deal harder to handle than when it bounds regularly, and with little motion to it except the forward motion, which has been communicated by the force with which it was batted.

Know what the next play must be on the field. There is little excuse for the infielder who throws to first base when he should have thrown to second to try for a double play.

Young players frequently do that because they have not thought out the probabilities of the game in advance.

The shortstop can work with the pitcher as well as any other member of a team. If he knows that the pitcher is trying to force a batter to hit the ball to a certain part of the field he can afford to lend his assistance toward covering any point where the next play is likely to occur. If it is well known that a certain batter is a pronounced right field hitter and the exigencies of the game make it better for him to bat in that particular direction at a certain time, the shortstop who edges over to third at that point is not helping the strategy of his team very much.

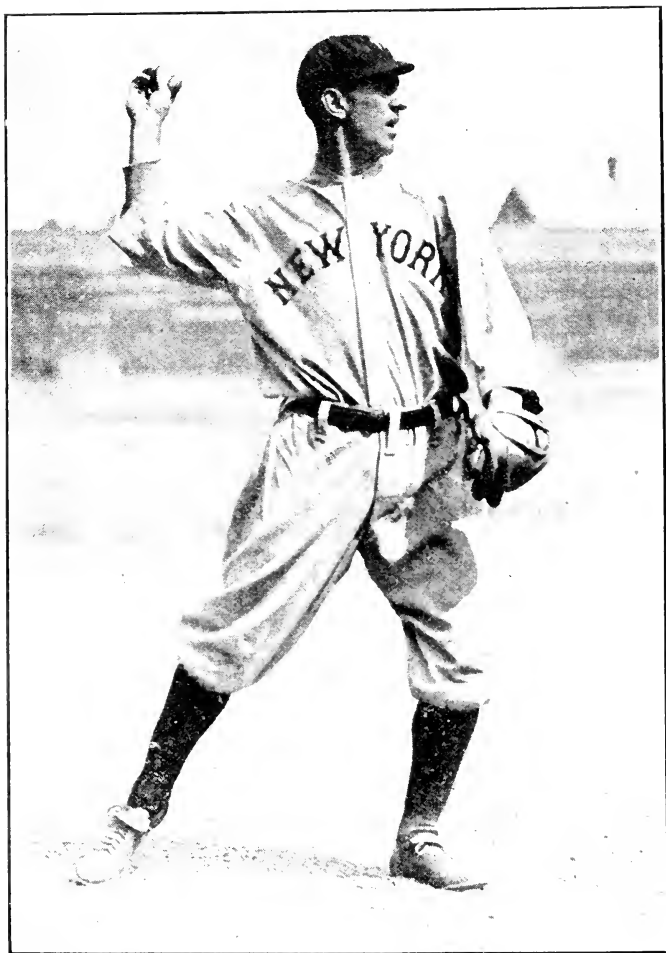
Study the batters. All of them have their peculiarities. They may fool everybody two or three times in succession and the next ten times bat exactly where they are usually accustomed to push the ball.

No hesitancy need be had in wearing a glove. Everybody wears them now and they save the hands. A shortstop with two good hands is a great deal better than a shortstop with battered fingers, who loses the telling hit in the greatest emergency.

It is always good base ball to be able to run back of the shortstop's position and catch those tantalizing short flies which are the bane of all teams in the field. Many a game has been won because the shortstop was too slow and the left fielder too far out to get a fly which either could have caught in one hand.

Occasionally it is not a bad play to block a runner, but it is pretty poor base ball to try to block every runner who is trying for second base. Some don't need to be blocked, and others are as clumsy in trying to make the base as they would be in attempting a double somersault. It is well to study their ways of sliding. Almost all of them have qualities which are their personal property.

Never try to make a one hand stop when it would be every bit as easy to handle the ball with both hands. Your team mates are not interested in your personal gracefulness. They want to see the batters put out.



ROGER PECKINPAUGH



## **REQUIREMENTS OF SHORTSTOP PLAY**

BY HUGH JENNINGS,

Manager of the Detroit team, premier shortstop of his time.

It is a difficult matter to give points on paper as to what are the requirements of superior work at shortstop. The ball player par excellence is the one who intuitively knows what to do and has the speed and mechanical skill to do it accurately. He does not have to stop to think or to reason. His studying has been done before hand, so that no situation during a game will arise that can catch him napping. He "lies awake nights" planning how to meet the emergency that has just arisen. It is no new situation that requires hesitancy. It is an old friend—or enemy—and is welcomed as furnishing the opportunity of putting plans, well-laid beforehand, into instant execution.

For that reason I say it is a rather difficult matter to set down on cold paper what are the requirements of acceptable work at short. The whole thing might be summed up in the advice to study the possibilities, and, having studied, study some more. Whatever the position may be on the ball field—shortstop or bat boy—there is room for thought and study as to how to do the work in the best possible way. For the shortstop the endeavor should be to plan out the best methods of defense—to keep his opposing players from making runs—and of offense—how to make as many runs himself or aid in his team mates making them.

Not so long ago I had some experience at shortstop myself, and from what I learned during that period and from watching other men at the position and at other stations, I have reached the conclusion that the position of shortstop is not only the most important, but is the most difficult of them all if played properly. Those who are disposed to question this assertion will argue

that the shortstop has more time to get in front of the drives than the first or third baseman, for instance, and that these drives do not come to him with the same speed. Concisely, that the shortstop has more time to handle less difficult offerings than those sent to either third or first base. But whatever credit to the position can be derived from this feature is more than overbalanced by others. Without leaving the imaginary lines that bound his own legitimate territory, he must be able to make headlong dives that are to terminate in wonderful scoop-ups of balls that sizzle past; and, having done so, he must oftentimes make phenomenally long, quick and accurate throws.

He must be prepared at any moment to go outside of his recognized territory and back up second, third and home, besides going far into the outfield to relay throw-ins of long hits. To play the position well a man must certainly have a good pair of hands and a good arm and be fast on his feet.

A good pair of hands is absolutely essential because of the many ground hits sent in his direction and also because he is supposed to take a majority of the catcher's throws when an attempt is made to steal. A strong arm is required because of the long, quick throws necessary when playing deep. Speed is essential because of the amount of territory he must cover on both sides.

A shortstop can improve his position very much if he becomes the directing head of the infield. When the ball is not hit to him he must direct the man to whom it is hit where to throw it so that he will not hesitate in sending the ball immediately where it will do the most good.

The position of shortstop offers the most brilliant possibilities to the young amateur. He has chances to distinguish himself there he could gain in no other position. Bring to it the study, practice, good pair of hands, able and accurate arm and the speed essential and I am sure the man who chooses to shine at that post will never have cause to regret his choice.

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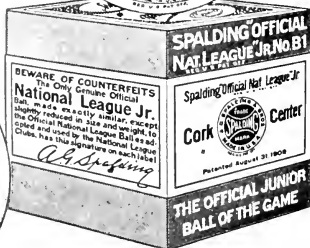
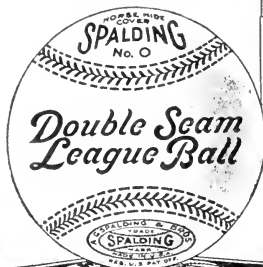
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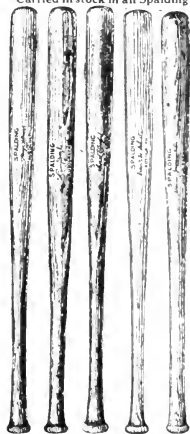
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Largest and heaviest bat  
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Weights from 51 to 55 ounces. Length 35 in.

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Well balanced, com-  
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Splendid model,  
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Model S2—34 1/2 in.	40 to 45 oz.	Model S6—33 in.	38 to 43 oz.	Model S10—33 in.	37 to 43 oz.
Model S3—31 1/2 in.	38 to 42 oz.	Model S7—33 in.	37 to 43 oz.	Model S11—35 in.	42 to 46 oz.
Model S4—32 1/2 in.	40 to 45 oz.	Model S8—34 in.	39 to 44 oz.	Model S12—33 in.	40 to 44 oz.

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Model P2—33 in.	38 to 43 oz.	Model P6—35 in.	40 to 44 oz.	Model P10—34 in.	38 to 42 oz.
Model P3—33 in.	39 to 44 oz.	Model P7—34 in.	39 to 43 oz.	Model P11—35 in.	45 to 50 oz.
Model P4—33 in.	36 to 40 oz.	Model P8—34 1/2 in.	38 to 43 oz.	Model P12—35 in.	40 to 45 oz.

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No. 100D. These bats are tempered in hot oil and afterwards treated with a special process which darkens and hardens the surface and has exactly the same effect as aging from long service. The special treatment these bats are subjected to make them most desirable for players who keep two or three bats in use, as the oil gradually works in and the bats keep improving. Line of models has been very carefully selected. Timber used is the same as in our "Players' Autograph," "All Star," "Professional Oil Finish" and Gold Medal lines. . . Each, \$1.00

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LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model D1—31 in.	35 to 39 oz.	Model D5—34 in.	40 to 44 oz.	Model D9—34 1/2 in.	40 to 45 oz.
Model D2—33 in.	38 to 43 oz.	Model D6—35 in.	40 to 44 oz.	Model D10—34 in.	38 to 42 oz.
Model D3—33 in.	39 to 44 oz.	Model D7—34 in.	39 to 43 oz.	Model D11—35 in.	45 to 50 oz.
Model D4—33 in.	36 to 40 oz.	Model D8—34 1/2 in.	38 to 43 oz.	Model D12—35 in.	40 to 45 oz.

## Spalding Gold Medal Natural Finish Bats

No. 100G. Models same as our "Professional Oil Finish," but finished in a high French polish, with no staining. Timber is same as in our "Players' Autograph," "All Star," and other highest quality lines, and models duplicate in lengths, weights, etc., the line of Spalding "Professional Oil Finish" styles. . . Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model N1—31 in.	35 to 39 oz.	Model N5—34 in.	40 to 44 oz.	Model N9—34 1/2 in.	40 to 45 oz.
Model N2—33 in.	38 to 43 oz.	Model N6—35 in.	40 to 44 oz.	Model N10—34 in.	38 to 42 oz.
Model N3—33 in.	39 to 44 oz.	Model N7—34 in.	39 to 43 oz.	Model N11—35 in.	45 to 50 oz.
Model N4—33 in.	36 to 40 oz.	Model N8—34 1/2 in.	38 to 43 oz.	Model N12—35 in.	40 to 45 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

HOLD BAT PROPERLY AND STRIKE THE BALL WITH THE GRAIN. DON'T BLAME THE MAKER FOR A BREAK WHICH OCCURS THROUGH IMPROPER USE OR ABUSE.

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## Spalding Genuine Natural Oil Tempered Bats

No. 100T. Made of the highest quality, thoroughly seasoned second growth ash, specially selected for resiliency and driving power, natural yellow oil tempered, hand finished to a perfect dead smooth surface and made in twelve simply wonderful models, the pick of the models that have actually won the American League and National League Championships during the past few years. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model T1. 33 in.	36 to 41 oz.	Model T5. 32 in.	44 to 48 oz.	Model T9. 33 in.	45 to 50 oz.
Model T2. 34 in.	39 to 43 oz.	Model T6. 34 in.	41 to 45 oz.	Model T10. 36 in.	43 to 47 oz.
Model T3. 35 in.	40 to 44 oz.	Model T7. 34 in.	43 to 47 oz.	Model T11. 34 in.	37 to 41 oz.
Model T4. 34 in.	38 to 42 oz.	Model T8. 33 in.	45 to 50 oz.	Model T12. 35 in.	40 to 45 oz.

## Spalding New Special College Bats

No. 100M. An entirely new line, special new finish; special stain and mottled burning; carefully filled, finished with best French polish. Wood is finest second growth Northern ash, specially seasoned. Models are same as we have supplied to some of the most successful college players. Each, \$1.00

Furnished in any of the following twelve models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model M1. 31 in.	35 to 39 oz.	Model M5. 34 in.	40 to 44 oz.	Model M9. 35 in.	40 to 45 oz.
Model M2. 34 in.	40 to 45 oz.	Model M6. 33 in.	38 to 43 oz.	Model M10. 33 in.	37 to 43 oz.
Model M3. 31 in.	38 to 42 oz.	Model M7. 33 in.	37 to 43 oz.	Model M11. 35 in.	42 to 46 oz.
Model M4. 32 in.	40 to 45 oz.	Model M8. 34 in.	39 to 44 oz.	Model M12. 33 in.	40 to 44 oz.

## Spalding Very Dark Brown Special Taped Bats

No. 100B. Very dark brown stained, almost black, except twelve inches of the handle left perfectly natural, with no finish except filled and hand-rubbed smooth, and then beginning four inches from end of handle, five inches of electric tape, wound on bat to produce perfect non-slip grip. Each, \$1.00

Furnished in any of the following six models—Mention model number when ordering

LENGTH	WEIGHT	LENGTH	WEIGHT	LENGTH	WEIGHT
Model B1. 31 in.	35 to 40 oz.	Model B3. 32 in.	40 to 44 oz.	Model B5. 34 in.	37 to 41 oz.
Model B2. 32 in.	38 to 43 oz.	Model B4. 33 in.	39 to 46 oz.	Model B6. 34 in.	37 to 41 oz.

Spalding bats improve with age if properly cared for. Bats made specially to order should not be used for at least thirty (30) days after they are finished, to give ample time for the oiled finish to thoroughly harden. Players should make it a rule to have two or more bats in reserve at all times.

## Spalding Trade-Mark Bats

No. 75. Wagon Tongue. Most popular models, light antique finish. One dozen in a crate (assorted lengths, 30 to 35 inches and weights, 36 to 42 ounces). Each, 75c.  
No. 50M. Mushroom. Special finish. No. 50B. "Spalding Junior," special finish. Specially selected models; lengths and weights proper for younger players. Each, 50c.  
No. F. "Fungo." Hardwood. 38 inches long, thin model. Professional oil finish. Each, \$1.00  
No. 50W. "Fungo." Willow, light weight, full size bat, plain handle. Each, 50c.  
No. 50T. Taped "League" ash, extra quality, special finish. Each, 50c.  
No. 50. "League," ash, plain handle. 50c.  
No. 25. "City League," plain handle. 25c.  
No. 10B. "Boys' League" Bat, good ash, varnished. Ea., 10c.

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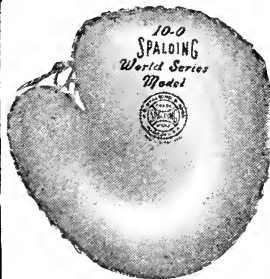
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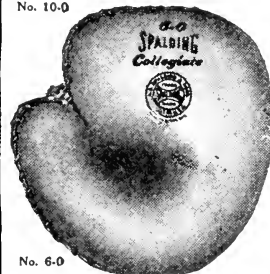
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No. 10-0



No. 6-0



No. 5-0

## SPALDING CATCHERS' MITTS

No. 11-0. "The Giant." Heavy brown leather throughout; laced back. "Stick-on-the-hand" strap-and-buckle fastening. Each, \$10.00  
Patented October 28, 1904

No. 10-0. "WORLD SERIES"—Patent Molded Face. Brown calfskin. King Patent Felt Padding. Laced back. "Stick-on-the-Hand" strap-and-buckle fastening. Each, \$9.00  
Patented January 2, 1906. March 8, 1906 (U. S. Pat. No. 811,111), and including King Patent U. S. Pat. No. 811,111, June 2, 1910.

No. 10-0P. "WORLD SERIES" Same as No. 10-0, but patent perforated palm. Each, \$3.00  
Patented January 2, 1906. March 8, 1906 (U. S. Pat. No. 811,111), and including King Patent U. S. Pat. No. 811,111, June 2, 1910.

No. 9-0. "Three-and-Out." Patented Molded face; hand formed pocket. Brown calfskin; hair felt padding; patent laced back; leather strap and brass buckle fastening. Each, \$8.00  
Patented January 2, 1906. March 8, 1906 (U. S. Pat. No. 811,111), and including King Patent U. S. Pat. No. 811,111, June 2, 1910.

No. 9-0P. Patent "Perforated" Palm. Otherwise same as No. 9-0. Each, \$8.00  
Patented March 25, 1911

No. 8-0. "Olympic." Palm specially prepared leather. Back and side special brown calfskin. Leather lace. Leather bound edges. Hand stitched, formed padding. Each, \$7.00  
Patented January 2, 1906

No. FO. "Foxy." Brown calfskin. Patent combination shaped face; hair felt padding. Fox Patent Padding Pocket. Extra felt supplied with mitt. "Stick-on the Hand" strap-and-buckle fastening. Each, \$7.00  
Patented January 2, 1906, and U. S. Pat. No. 811,111, June 2, 1910, and including Fox Patent Padding Pocket, U. S. Pat. No. 811,111, June 2, 1910.

No. 7-0. "Perfection." Brown calfskin. Patent combination shaped face; hair felt padding. Patent laced back and thumb; leather lace. Each, \$6.00  
Patented January 2, 1906

No. 6-0. "Collegiate." Molded face. Olive colored leather. King Patent Felt Padding, patent laced back and thumb. Each, \$5.00  
Patented January 2, 1906. March 8, 1906. King Patent Padding, U. S. Pat. No. 811,111, June 2, 1910.

No. OG. "Conqueror." Semi-molded face. Brown calf, black leather bound; leather laced; Heel of hand piece felt lined. Each, \$5.00

No. 5-0. "League Extra." Molded face. Buff colored leather, patent felt padding; Heel of hand piece felt lined. Each, \$4.00  
Patented January 2, 1906. September 29, 1908

No. OK. "OK Model." Semi-molded, brown horse hide face. Felt padding, red leather edges. Heel of hand piece felt lined. Ea., \$4.00

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## SPALDING CATCHERS' MITTS

No. 3-0. "Decker Patent." Brown oak leather; patent laced back; laced at thumb. Sole leather Decker Patent finger protection. Each, \$3.50

No. 2-0. "Leader." Brown oak leather face, back and finger piece. Patent laced back; laced at thumb. Each, \$3.50

No. 4-0. "League Special." (Patented January 2, 1906) Molded face. Brown leather; felt padding. Heel of hand piece felt lined. Each, \$3.50

No. O. "Interstate." Brown leather face, side and finger piece. Each, \$3.00

No. OH. "Handy." Pearl grain leather face, brown leather back; felt padding; laced, reinforced at thumb. Each, \$3.00

No. OR. "Decker Patent." Black leather; Sole leather Decker Patent finger protection. Each, \$2.50

No. OA. "Inter-City." Brown cowhide face and finger piece, green leather back and side piece; red leather binding; reinforced and laced at thumb; patent laced back. Each, \$2.50

No. 1S. "Athletic." Large model, smoked horse hide face and finger piece, brown leather side piece and back; reinforced and laced at thumb; patent laced back. Each, \$2.00

No. 1R. "Semi-Pro." Large model; black grain-leather; reinforced and laced at thumb; patent laced back, leather lace. Each, \$2.00

No. 1X. "Trade League." Large model; face and finger piece buff colored leather, black leather back and side piece; leather bound; patent laced back. Felt padding. Each, \$2.00

No. 1C. "Back-Stop." Large model; special gray leather face and finger piece; brown leather side and back; padded. Each, \$1.50

No. 1D. "Champion." Black leather face, back and finger piece, with brown leather side. Padded; patent laced back. Each, \$1.50

No. 1A. "Catcher." Oak leather face, back and finger piece, black leather side piece. Laced at thumb. Each, \$1.25

No. 2C. "Foul Tip." Oak leather. Padded; reinforced and laced at thumb. Each, \$1.00

No. 2R. "Association." Black leather face, back and finger piece. Each, \$1.00

No. 3. "Amateur." Oak tanned leather face, back and finger piece. Each, 75c.

No. 3R. "Interscholastic." Black leather face, back and finger piece. Each, 75c.

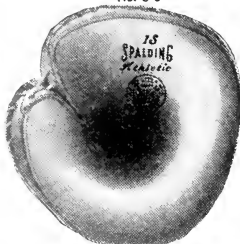
No. 4. "Public School." Large size. Brown oak leather; reinforced, laced at thumb. Ea., 50c.

No. 4R. "Boys' Amateur." Large size. Black leather face and finger piece. Each, 50c.

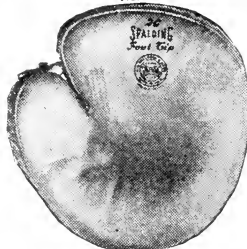
No. 5. "Boys' Delight." Face and finger piece of brown oak tanned leather. Each, 25c.



No. 3-0



No. 1S



No. 2C

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## SPALDING INFIELDER'S GLOVES



No. AA1



No. SS



No. PX



No.  
2XR

No. VXL. "Just Right." "Broken-In" style. Specially treated brown calfskin. Full leather lined. Welted seams. Supplied in either regular or "Cadet" fingers. King Patent Padding. (Patented) Each, \$5.00  
No. SXL. "All Players." "Broken-In" Buckskin. Finest material throughout. Full leather lined. Welted seams. King Patent Padding. (Patented) Each, \$5.00  
No. AA1. "WORLD SERIES" Professional model. Finest buckskin, specially treated to help player break glove into shape. Very little padding. Welted seams. Leather lined throughout. One of the most popular models. Regular padding. Each, \$4.00  
No. BB1. "WORLD SERIES" Finest buckskin. Worn by successful National and American League infielders. Good width and length. Leather lined. Welted seams. King Patent Padding. (Patented) Each, \$4.00  
No. SS. "League." With shorter "Cadet" fingers than in other gloves. Best quality buckskin. Welted seams and leather lined all through. Each, \$4.00  
No. PX. "Professional." Felt lined. Finest buckskin, same as in our No. PXL glove. Padded according to ideas of prominent professional players who prefer felt to leather lining. Welted seams. Each, \$3.00  
No. RXL. "League Extra." Black calfskin. Highest quality throughout. Design similar to No. PXL. Full leather lined. Welted seams. Each, \$3.50  
No. PXL. "Professional." Finest buckskin. Heavily padded around edges and little finger. Extra long to protect wrist. Leather lined. Welted seams. Supplied in regular and "Cadet" fingers. Each, \$3.50  
No. XWL. "League Special." Specially tanned calfskin. Padded with felt. Extra long to protect wrist. Highest quality workmanship. Full leather lined. Welted seams. Each, \$3.00  
No. 2W. "Minor League." Smoked horse hide. Professional model. Full leather lined. King Patent Felt Padding. (Patented) Welted seams. Each, \$3.00  
No. 2XR. "Inter-City." Black calfskin. Professional style; padded little finger; leather strap at thumb; welted seams; leather lined throughout. Each, \$2.50  
No. PBL. "Professional Jr." Youths' Professional style. Selected velvet tanned buckskin. Same as No. PXL. Leather lined. Welted seams. Each, \$2.50  
No. 2X. "League." Specially tanned pearl colored grain leather. Same as special shortstop glove No. SS. Welted seams; leather lined throughout. Each, \$2.50  
No. 2Y. "International." Smoked horse hide. Professional style, specially padded little finger, and leather strap at thumb; welted seams. Full leather lined throughout. Each, \$2.50

All the gloves described above are made regularly with Web of Leather between Thumb and First Finger, which can be cut out very easily if not required. All Spalding Infielders' Gloves are made with our patented diverted seam (Patented March 10, 1908) between fingers, adding considerably to the durability of the gloves.

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# SPALDING INFIELDER'S GLOVES

No. 3X. "Semi-Pro." Gray buck tanned leather. Large model. Correctly padded; welted seams. Leather lined throughout. . . . Each, \$2.00

No. 4X. "Association." Brown leather, specially treated. Popular model. Padded little finger, and leather strap at thumb. Welted seams; full leather lined. Ea. \$2.00

No. 3XR. "Amateur." Black tanned leather, padded, large thumb. Welted seams. Leather lined. Ea. \$2.00

No. XL. "Club Special." White leather, padded on professional model. Welted seams. Leather lined. \$1.50

No. XLA. "Either Hand." Worn on right or left hand. (Pat. Sept. 12, 1911). White tanned leather, correctly padded. Welted seams. Full leather lined. Each, \$1.50

No. 11. "Match." Professional style. Special tanned olive colored leather throughout. Welted seams; correctly padded. Leather lined. . . . Each, \$1.50

No. ML. "Diamond." Special model. Smoked sheepskin, padded. Full leather lined. . . . Each, \$1.50

No. XS. "Practice." White velvet tanned leather. Welted seams; inside hump. Full leather lined. Each, \$1.25

No. 15. "Regulation." Men's size. Brown tanned leather, padded. Welted seams. Palm leather lined. Ea. \$1.00

No. 15R. "Regulation." Men's size. Black tanned leather, padded; inside hump. Palm leather lined. Each, \$1.00

No. 10. "Mascot." Men's size. Olive tanned leather, padded. Popular model. Palm leather lined. Ea. \$1.00

No. X. "Special." Men's size. Oak tanned brown leather. Professional model. Leather strap at thumb, padded. Welted seams. Leather lined. Each, \$1.00

No. XB. "Boys' Special." Boys' professional style. White leather. Welted seams. Leather lined. Ea. \$1.00

No. 12. "Public School." Full size. White chrome leather, padded; inside hump. Palm leather lined. Ea. 75c.

No. 13. "Interscholastic." Youths' size. Oak tanned brown leather. Professional model. Leather web at thumb; padded. Welted seams. Leather lined. Ea. 75c.

No. 12R. "League Jr." Full size. Black tanned leather, lightly padded, but extra long. Palm leather lined. Welted seams, inside hump. . . . Each, 75c.

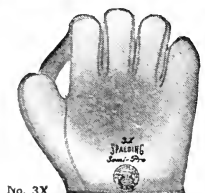
No. 16. "Junior." Full size. White chrome tanned leather, lightly padded, extra long. Palm leather lined. Ea. 50c.

No. 16W. "Star." Full size. White chrome leather. Welted seams; padded. Palm leather lined. Ea. 50c.

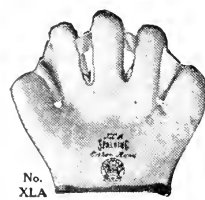
No. 14X. "Boys' Match." Youths' professional style. Special tanned wine colored leather, correctly padded and inside hump. Palm leather lined. . . . Each, 50c.

No. 17. "Youths." Brown smooth tanned leather, padded; inside hump. Palm leather lined. Each, 50c.

No. 18. "Boys' Own." Oak tanned leather, padded; inside hump. Palm leather lined. . . . Each, 25c.



No. 3X



No. XLA



No. 15



No. 17

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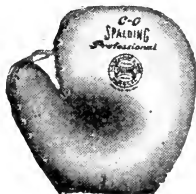


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No. BXP



No. CO



No. DX



No. 2MF

## SPALDING BASEMEN'S MITTS

No. ABX. "Stick-on-the-Hand." Calfskin. Laced, except thumb and heel. Special strap "Stick-on-the-Hand" with buckle at back. Each, \$5.00  
No. AAX. "First Choice" Broken-In Model. Specially prepared leather. King Patent Padding. Leather lace. Strap reinforcement at thumb. Ea., \$5.00  
No. AXX. "Good Fit." Brown calfskin, bound with black leather. Leather laced. Each, \$4.00  
No. BXS. "League Special." Brown calfskin, bound with brown leather. Leather laced, except at heel; leather strap support at thumb. Ea., \$4.00  
No. AXP. "WORLD SERIES." White tanned buck; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00  
No. BXP. "WORLD SERIES." Calfskin; leather lacing. Leather strap support at thumb. King Patent Padding. Each, \$4.00  
No. CO. "Professional." Specially treated calfskin. Padded, leather laced, except at heel. Each, \$3.00  
No. CX. "Semi-Pro." Smoke colored leather face, brown leather back, laced all around, except at heel; padded at wrist and thumb. Ea., \$2.50  
No. CD. "Red Oak." Tanned brown leather; red leather binding. Laced, except at thumb and heel, leather strap support at thumb. Ea., \$2.50  
No. CXR. "Amateur." Black leather face, back and lining. Padded; laced, except at heel. Each, \$2.00  
No. CXS. "Amateur." Special tanned brown leather. Padded; laced, except at heel. Each, \$2.00  
No. DX. "Double Play" Oak tanned leather, laced all around, except at heel; padded. Each, \$1.50  
No. EX. "League Jr." Black smooth leather, laced all around, except at heel. Suitably padded. Ea., \$1.00

All Mitts described above, patented August 9, 1910  
King Patent Padding on Nos. AAX, AXP, BXP, Pat. June 28, 1910

"League Extra" Pitchers' and Basemen's Mitt  
No. 1F. Face of tanned leather; balance of brown calfskin. Without hump. Leather laced. Ea., \$3.50

## Spalding Fielders' Mitts

No. 2MF. "League Special." Brown calfskin face and back; has finger separations of leather, extra full thumb, leather web; leather lined. Ea., \$3.00  
No. 5MF. "Professional." Olive leather, padded; finger separations; felt lined; leather web. Ea., \$2.00  
No. 6MF. "Semi-Pro." White tanned buckskin; leather finger separations; leather lined; large thumb; well padded, and leather web. Each, \$1.50  
No. 7MF. "Amateur." Pearl colored leather; finger separations; padded; web thumb. Each, \$1.00  
No. 8F. "Amateur." Black tanned smooth leather; padded; leather lined; reinforced and laced at thumb. Strap-and-buckle fastening. Each, \$1.00  
No. 9F. "League Jr." Boy's. Oak tanned leather, padded; reinforced and laced at thumb. Each, 50c.

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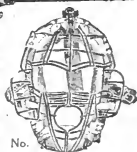


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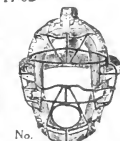
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## SPALDING CATCHERS' MASKS



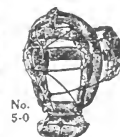
No.  
11-0D

No. 11-0D. "SAFETY FIRST" Double Wire, Open Vision, Electric Welded Frame. Double wiring adds a little to the ordinary weight of a mask, but for the catcher who wants the best there is no other style worth consideration. Properly padded, including every up-to-date feature in construction. . . . Each, \$6.00



No.  
10-0W

No. 10-0W. "WORLD SERIES." Patented December 19, 1911, Jan. 30, 1912; Dec. 16, 1913. Special electric welded "Open Vision" black finish frame, including wire ear guards and circular opening in front. Weight is as light as consistent with absolute safety; padding conforms to face with comfort. Ea., \$5.00



No.  
5-0

No. 8-0. "Open Vision." Patented December 11, 1911, Jan. 30, 1912; Dec. 16, 1913. Specially soldered and reinforced frame of highest quality special steel wire, black finish. Carefully reinforced with hard solder at joining points. Special wire ear guards. . . . Each, \$5.00

No. 5-0. "Open Vision" Umpires' Mask. Has neck protecting attachment and special ear protection; nicely padded. Principal wire crossings specially soldered. Safest and most convenient style ever made for umpires. . . . Each, \$5.00



No. 3-0

No. 6-0. "Special Soldered." Principal wire crossings heavily soldered. "Open Vision," extra heavy wire frame, black finish; continuous style padding, with soft chin-pad; special elastic head-band. . . . Each, \$4.00

No. 4-0. "Sun Protecting." Patent leather sun-shade, protecting eyes without obstructing view. "Open Vision," electric welded frame of extra heavy steel wire, black finish. With soft chin-pad; improved design hair-filled pads, including forehead pad; elastic head band. . . . Each, \$4.00

No. 3-0. "Neck Protecting." Neck protecting arrangement affords positive protection. "Open Vision," electric welded, black finish frame; comfortable pads, with soft chin-pad and special elastic head-strap. . . . Each, \$3.50

No. O-P. "Semi-Pro" League. "Open Vision," electric welded best black annealed steel wire frame. Special continuous style side pads, leather covered; special soft forehead and chin-pad; elastic head-band. . . . Each, \$2.50

## SPALDING "REGULATION LEAGUE" MASKS



No. 2-0

No. 2-0. "Open Vision," soldered heavy black annealed steel wire frame. Full length side pads of improved design; soft fore-head and chin-pad; special elastic head-band. Each, \$2.00

No. O-X. Men's size. "Open Vision," electric welded frame, black finish. Improved leather covered pads, including forehead-pad, molded leather chin-strap; elastic head-band. Each, \$1.50



No.  
OXB

No. OXB. Youths'. "Open Vision," electric welded frame, black finish. Soft side padding, forehead and chin-pad. Each, \$1.50

No. A. Men's. Electric welded black enameled frame. Leather covered pads, forehead and chin-pad. . . . Each, \$1.00

No. B. Youths'. Electric welded black enameled frame; similar in quality throughout to No. A, but smaller in size. Each, \$1.00

No. C. Electric welded black enameled frame; soft leather covered pads; wide elastic head-strap, leather strap-and-buckle. Ea., \$0c.

No. D. Electric welded black enameled frame. Smaller in size than No. C. . . . Each, 25c.

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TRADE-MARK

GUARANTEES  
QUALITY

## SPALDING BASE BALL UNIFORMS

Complete Color Sample Book mailed, on application, to any team captain or manager, together with Measurement Blank and full instructions for measuring players for uniforms.

Spalding "WORLD SERIES" Uniform No. O. . . . .	Single Suit, \$15.00	\$12.50
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "WORLD SERIES" Uniform No. OA. . . . .	Single Suit, \$14.00	11.50
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "League" Uniform No. 1. . . . .	Single Suit, \$12.50	10.00
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "League" Uniform No. 1A. . . . .	Single Suit, \$11.50	9.00
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "Interscholastic" Uniform No. 2. . . . .	Single Suit, \$9.00	7.50
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "Minor League" Uniform No. M. . . . .	Single Suit, \$9.00	7.50
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "City League" Uniform No. W. . . . .	Single Suit, \$7.50	6.00
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "Club Special" Uniform No. 3. . . . .	Single Suit, \$6.00	5.00
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "Amateur Special", Uniform No. 4. . . . .	Single Suit, \$4.00	3.50
Net price to clubs ordering for Entire Team. . . . .	Suit,	
Spalding "Junior" Uniform No. 5. . . . .	Single Suit, \$3.00	2.50
Net price to clubs ordering nine or more uniforms. . . . .	Suit,	
Spalding "Youths" Uniform No. 6. . . . .	Good quality Gray material	1.00
No larger sizes than 30-in. waist and 34-in. chest. . . . .	Complete,	
ABOVE UNIFORMS CONSIST OF SHIRT, PANTS, CAP, BELT AND STOCKINGS.		

## SPALDING BASE BALL SHOES



No. FW. "WORLD SERIES" Kangaroo uppers, white oak soles. Hand sewed; strictly bench made. Extra strong soft laces. Pair, \$7.00

Owing to the lightness and fineness of this shoe, it is suitable only for the fastest players, but as a light weight durable shoe for general use we recommend No. 30.S.

### Sizes and Weights of No. FW Shoes

Size of Shoes:	5	6	7	8	9
Weight per pair:	18	18½	19	20	21 oz.

- No. 30.S. "Sprinting." Kangaroo uppers, white oak soles. Built on our running shoe last. Light weight. Hand sewed; bench made. "Strong laces." Pair, \$7.00
- No. O. "Club Special." Selected satin calfskin, substantially made. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$5.00
- No. OS. "Club Special" Sprinting. Similar to No. O, but made with sprinting style flexible soles. (Patented May 7, 1912). Pair, \$5.00
- No. 35. "Amateur Special." Leather, machine sewed. High point carefully tempered carbon steel plates hand riveted to heels and soles. Pair, \$3.50 ★ \$39.00 Doz.
- No. 37. "Junior." Leather; regular base ball shoe last. Plates hand riveted to heels and soles. Excellent for the money but not guaranteed. Pair, \$2.50 ★ \$27.00 Doz.

### Juvenile Base Ball Shoes

- No. 38. Made on special boys' size lasts. Good quality material throughout and steel plates. Furnished in boys' sizes, 12 to 5, inclusive, only. Pair, \$2.00

Spalding "Dri-Foot" prolongs the life of the shoes. Can, 15c.

The prices printed in italics opposite items marked with ★ will be quoted only on orders for one-half dozen pairs or more at one time. Quantity prices NOT allowed on items NOT marked with ★

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## Spalding "WORLD SERIES" Catchers' Body Protectors

No. 5P. Padded style, not inflated. Patented June 22, '09; Aug. 24, '09. Canvas cover, laced at sides, permitting readjusting of padding as desired. Special body strap. . . . . Each, \$10.00

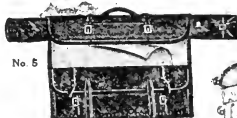
No. 4-0. Inflated style. Strong tan covering. Special shoulder padding, laced to permit readjustment of padding as desired and special body strap. (Patented Nov. 24, '03). . . . . Each, \$10.00



No. 5-P



No. 4-0



No. 5



No. 01



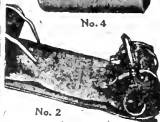
No. 33



No. 8



No. 4



No. 2

## Spalding Catchers' Body Protectors

No. 2-0. "Minor League." Cover of durable material. Made in best manner. Inflated. Full size. Each, \$7.50  
No. 0. "City League." Slightly narrower than No. 2-0. Covering of durable material. Inflated. . . . . Each, \$5.00  
No. M. "Interscholastic." Well made, Inflated. . . . . 3.50  
No. 2. "Youths." Good size. Inflated. . . . . 3.00

## Spalding Umpires' Body Protectors

Give length and width when ordering Umpires' Body Protectors.  
No. L. Inflated. Large size, best quality. Same as supplied to most experienced major league umpires. Each, \$10.00  
No. L.S. Inflated. Special light weight, very large air passages and without any breaks or hinges. Soft rubber tube instead of regular inflating valve. Not carried in stock; supplied on special orders only. . . . . Each, \$10.00  
No. R. Inflated. Correct model. Cover of good material. Flexible inflating tube. . . . . Each, \$5.00

## Spalding Leg Guards for Base Ball Catchers

No. 33. As supplied to Roger Bresnahan and to other prominent league catchers. Knee guard of molded sole leather; leg piece padded with reeds; light and strong; special ankle pads as protection from spikes. Covered with special quality white buck dressed leather. Pair, \$6.50

## Spalding Catchers' Leg Guards

No. RB. Plain style, fiber leg piece, not ribbed. Leather padded at ankle and knee. . . . . Pair, \$5.00

## Spalding Uniform Bags

Convenient roll for packing uniforms in a manner which will not wrinkle and soil them; with separate compartments for shoes, etc.  
No. 2. Bag leather; well made. . . . . Each, \$6.00  
No. 1. Best heavy canvas; leather bound, double leather shawl strap and handle. . . . . Each, \$3.00  
No. 6. Brown canvas roll; leather straps and handle. . . . . 1.50  
No. 5. Combined Uniform and Bat Bag. Similar to regular uniform bags, but with extra compartment to carry one bat. Best canvas, leather bound. . . . . Each, \$4.00  
No. 4. Individual Uniform Bag. Best quality brown canvas; two leather handles; strap-and-buckle fastenings. Holds suit, shoes and other necessary articles. Each, \$2.00

## Spalding Bat Bags

No. 2. Heavy waterproof canvas, leather reinforced at both ends, and leather handles; holds 12 bats. Each, \$3.50  
No. 3. Similar to No. 2, but holds only 6 bats. . . . . 2.50

## Spalding Individual Bat Bags

No. 01. Good quality heavy leather bat bag, for two bats; used by most league players. Each, \$4.00 ★ \$13.20 Doz.  
No. 02. Extra heavy canvas; heavy leather cap at both ends. . . . . Each, \$2.00 ★ \$21.60 Doz.  
No. 51. Sheepskin, good quality bag, with heavy leather end. . . . . Each, \$1.75 ★ \$18.90 Doz.  
No. 03. Heavy canvas; leather cap at both ends. . . . . Each, \$1.00 ★ \$10.80 Doz.

## Spalding Special Club Bat Bag

No. 8. Heavy canvas, with strong reinforcing strips running lengthwise, and heavy leather ends. Holds 26 to 30 bats. . . . . Each, \$18.00  
Lettering on any of above bags extra. Prices on application.

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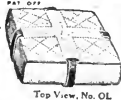


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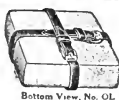
### Spalding Base Ball Bases

Complete with Straps and Spikes

- No. 0L. Special League Bases, filled, very heavy quilted canvas. Each base fitted with two extra strong harness leather straps and three extra heavy 14 inch special spikes. Used by the big league and college clubs. Set of 3, \$7.50
- No. 0. League Club Bases, filled, extra quality canvas; quilted. Harness leather straps. Set of 3, \$6.00
- No. 1. Canvas Bases, filled, well made, not quilted. Set of 3, \$5.00
- No. 2. Canvas Bases, filled, good quality. Set of 3, 3.50
- No. 4. Unfilled Canvas Bases, laced. May be filled with sand or other material. Canvas straps. Set of 3, \$1.00
- No. 5. Quilted Stuff Canvas Bases, without straps. Set of 3, 1.00



Top View, No. 0L



Bottom View, No. 0L



Spike  
For  
Nos. 0L  
and 0



No. 3



No. 1

### Spalding Pitchers' Box Plates

- No. 3. Made in accordance with National League regulations, extra quality white rubber. With pins. Each, \$5.00
- No. 2. Composition material, regulation size and shape. With pins. Each, \$3.50

### Spalding Rubber Home Plates

- No. 1. In accordance with the National League regulations. Extra quality white rubber. With pins. Each, \$7.50
- No. C. Composition material, regulation size and shape. With pins. Each, \$5.00

### Spalding Improved Steel Shoe Plates

We do not sell separately the special quality base ball shoe plates used on our best grade shoes, but we will rent shoes of our own make with steel plates, and charge, including pair each of toe and heel plates and putting plates on shoes. . . . \$1.00



No. 3-0



No. 4-0



Nos. 0 and 1

No. 3-0. Toe Plates, high point carbon steel, carefully tempered and ground. Pair, 50c.

No. 4-0. Heel Plates, high point carbon steel, carefully tempered and ground. Pair, 50c.

No. 0. Toe Plates, hardened steel, sharpened. . . . . Pair, 25c.

No. 2-0. Heel plates, hardened steel, sharpened. . . . . 25c.

No. 1. Toe plates, good steel, sharpened. . . . . 10c.

No. 1H. Heel plates, good steel, sharpened. . . . . 10c.

This price does not include transportation charges on shoes.

### Spalding Pitchers' Toe Plates

A thorough protection to shoe and of great assistance in pitching. Made for right or left shoe. When ordering, specify for which shoe required.

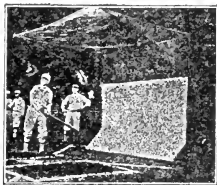
- No. A. Aluminum. Regular style. . . . . Each, 25c.
- No. B. Brass. Regular style. . . . . 25c.
- No. BS. Brass. Cut low. Light weight. Particularly for pitchers and shortstops who do not drag their feet. Each, 25c.



No. A

### Spalding Movable Bating Cage

Can be moved to any part of the field quickly and easily by simply pushing the rear handle, yet when it is in position it is absolutely rigid. Made with heavy frame of japanned iron piping. No intricate parts to get out of order. Simple construction; strongly made. Used on nearly every major league field besides on those of the more prominent colleges. This photograph shows Eddie Collins of the Philadelphia "Athletics," at batting practice just before the start of one of the World Series games. Complete with tared nets, and extra canvas reinforcement at bottom. Each, \$60.00



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### Extra Straps and Spikes

- Straps for Nos. 0L and 0 Bases. . . . . Each, 75c.
- Straps for No. 1 Bases. . . . . 50c.
- Straps for No. 2 Bases. . . . . 40c.
- Spikes for Nos. 0L and 0 Bases. . . . . 20c.
- Spikes for No. 1 Bases. . . . . 10c.
- Spikes for No. 2 Bases. . . . . 5c.

### Spalding

#### Fred Clarke Sun Glasses



Glasses are made with an attachment that hinges on to the cap and can be turned up out of the way when not needed.

- No. 2. Fred Clarke Sun Glasses. Complete with attachment for fastening to cap. Pair, \$10.00

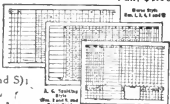
Price does not include cap

### Spalding Regular Sun Glasses for Outfielders

No. 1. Good quality metal frames. Complete with case. Pair, \$1.00

### Spalding Score Books

Spalding Base Ball Score Books are made in three styles. Morse style (Nos. 1, 3, 4, 5 and M); A. G. Spalding style (Nos. 2 and S); Foster style (No. F).



### Pocket Score Books

- No. 1. Paper, 7 games, Morse style. . . . . Each, 10c.
- No. 2. Board, 22 games, A. G. Spalding style. . . . . 25c.
- No. 3. Board, 46 games, Morse style. . . . . 50c.
- No. S. Board, A. G. Spalding style, 79 games. . . . . 75c.
- No. M. Board, Morse style, 79 games. . . . . 75c.
- No. F. Board, Foster style, 79 games. . . . . 75c.

### Club Score Books

- No. 4. Board, 8 1/2 x 10 1/2 in., 30 games, Morse style. Ea., \$1.00
- No. 5. Board, 8 1/2 x 10 1/2 in., 79 games, Morse style. . . . . 1.50
- Score Cards. . . . . Each, 5c. Doz., .25

### Spalding Umpire Indicator

- No. 0. Made of celluloid; exact size 3 1/2 x 1 1/2 inches. Endorsed and used by all League umpires. . . . . Each, 50c.

### Spalding Scoring Tablet

- No. 2. A simple, convenient and accurate device for the record of runs and outs. Celluloid and can be carried in vest pocket Ea., 25c.



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# Standard Policy

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A Standard Quality must be inseparably linked to a Standard Policy.

Without a definite and Standard Mercantile Policy, it is impossible for a Manufacturer to long maintain a Standard Quality.

To market his goods through the jobber, a manufacturer must provide a profit for the jobber as well as for the retail dealer. To meet these conditions of Dual Profits, the manufacturer is obliged to set a proportionately high list price on his goods to the consumer.

To enable the glib salesman, when booking his orders, to figure out attractive profits to both the jobber and retailer, these high list prices are absolutely essential; but their real purpose will have been served when the manufacturer has secured his order from the jobber, and the jobber has secured his order from the retailer.

However, these deceptive high list prices are not fair to the consumer, who does not, and, in reality, is not ever expected to pay these fancy list prices.

When the season opens for the sale of such goods, with their misleading but alluring high list prices, the retailer begins to realize his responsibilities, and grapples with the situation as best he can, by offering "special discounts," which vary with local trade conditions.

Under this system of merchandising, the profits to both the manufacturer and the jobber are assured; but as there is no stability maintained in the prices to the consumer, the keen competition amongst the local dealers invariably leads to a demoralized cutting of prices by which the profits of the retailer are practically eliminated.

This demoralization always reacts on the manufacturer. The jobber insists on lower, and still lower, prices. The manufacturer, in his turn, meets this demand for the lowering of prices by the only way open to him, viz.: the cheapening and degrading of the quality of his product.

The foregoing conditions became so intolerable that 16 years ago, in 1899, A. G. Spalding & Bros. determined to rectify this demoralization in the Athletic Goods Trade, and inaugurated what has since become known as "The Spalding Policy."

"The Spalding Policy" eliminates the jobber entirely, so far as Spalding Goods are concerned, and the retail dealer secures the supply of Spalding Athletic Goods direct from the manufacturer by which the retail dealer is assured a fair and legitimate profit on all Spalding Athletic Goods, and the consumer is assured a Standard Quality and is protected from imposition.

"The Spalding Policy" is decidedly for the interest and protection of the users of Athletic Goods, and acts in two ways:

*First.*—The user is assured of genuine Official Standard Athletic Goods.

*Second.*—As manufacturers, we can proceed with confidence in purchasing at the proper time, the very best raw materials required in the manufacture of our various goods, well ahead of their respective seasons, and this enables us to provide the necessary quantity and absolutely maintain the Spalding Standard of Quality.

All retail dealers handling Spalding Athletic Goods are requested to supply consumers at our regular printed catalogue prices—neither more nor less—the same prices that similar goods are sold for in our New York, Chicago and other stores.

All Spalding dealers, as well as users of Spalding Athletic Goods, are treated exactly alike, and no special rebates or discriminations are allowed to anyone.

This briefly, is "The Spalding Policy," which has already been in successful operation for the past 16 years, and will be indefinitely continued.

In other words, "The Spalding Policy" is a "square deal" for everybody.

A. G. SPALDING & BROS.

By *A. G. Spalding*  
PRESIDENT,

# Standard Quality

---

An article that is universally given the appellation "Standard" is thereby conceded to be the criterion, to which are compared all other things of a similar nature. For instance, the Gold Dollar of the United States is the Standard unit of currency, because it must legally contain a specific proportion of pure gold, and the fact of its being Genuine is **guaranteed** by the Government Stamp thereon. As a protection to the users of this currency against counterfeiting and other tricks, considerable money is expended in maintaining a Secret Service Bureau of Experts. Under the law, citizen manufacturers must depend to a great extent upon Trade-Marks and similar devices to protect themselves against counterfeit products—without the aid of "Government Detectives" or "Public Opinion" to assist them.

Consequently the "Consumer's Protection" against misrepresentation and "inferior quality" rests entirely upon the integrity and responsibility of the "Manufacturer."

A. G. Spalding & Bros. have, by their rigorous attention to "Quality," for thirty-nine years, caused their Trade-Mark to become known throughout the world as a Guarantee of Quality as dependable in their field as the U. S. Currency is in its field.

The necessity of upholding the Guarantee of the Spalding Trade-Mark and maintaining the Standard Quality of their Athletic Goods, is, therefore, as obvious as is the necessity of the Government in maintaining a Standard Currency.

Thus each consumer is not only insuring himself but also protecting other consumers when he assists a Reliable Manufacturer in upholding his Trade-Mark and all that it stands for. Therefore, we urge all users of our Athletic Goods to assist us in maintaining the Spalding Standard of Excellence, by insisting that our Trade-Mark be plainly stamped on all athletic goods which they buy, because without this precaution our best efforts towards maintaining Standard Quality and preventing fraudulent substitution will be ineffectual.

Manufacturers of Standard Articles invariably suffer the reputation of being high-priced, and this sentiment is fostered and emphasized by makers of "inferior goods," with whom low prices are the main consideration.

A manufacturer of recognized Standard Goods, with a reputation to uphold and a guarantee to protect must necessarily have higher prices than a manufacturer of cheap goods, whose idea of and basis of a claim for Standard Quality depends principally upon the eloquence of the salesman.

We know from experience that there is no quicksand more unstable than poverty in quality—and we avoid this quicksand by Standard Quality.

*A. G. Spalding & Bros*

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GRAND PRIX



PARIS, 1900

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SYRACUSE	INDIANAPOLIS	PORTLAND
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Factories owned and operated by A. G. Spalding & Bros. and where all of Spalding's Trade-Marked Athletic Goods are made are located in the following cities:

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